

# One & Thousands

YOU ARE A RABBIT, A PROUD CREATURE GRANTED SPEED AND CUNNING BY THE GOD OF ALL ANIMALS. YOU ARE HUNTED BY PREDATORS. YOU ARE HUNTED BY YOUR OWN KIND. YOUR STRUGGLE IS BETWEEN YOUR OWN SURVIVAL AND THE SURVIVAL OF YOUR COLONY. A SEER FORETOLD DEATH FOR YOUR PEOPLE IF THEY DID NOT LISTEN. YOUR JOURNEY BEGINS WITH THE DEATH OF ALL YOU HAVE KNOWN.

## Who Listened?

Roll 1d6+1; this is the number of rabbits who escaped the slaughter. Describe them.

Style: **Tricky, Smart, Brave, Loyal, Resourceful, or Cautious**

Role: **Leader, Enforcer, Tracker, Forager, Seer, or Doe**

Choose a number, from 2 to 5. A high number means being better at Self (self-interest; self-protection; escaping). A low number means being better at Group (self-sacrifice; needs of the many; group needs).

A year is a lifetime for a wild rabbit. Seasons lived: one (**Curious**), two (**Devious**), two (**Wary**), three (**Devoted**), four (**Scarred**), more (**Wise**).

Pick a nature name, like Rowan, Grass, or Skye, or a descriptive one, like Biggest, Brownie, or Runsfat.

Assets: amazing ears, an excellent sense of smell, and 360 degree vision.

Goal: **learn bravery, gain experience, find a mate, find a new home, prove worth, keep on being awesome (has nothing to prove).**

## Your Burrow

now and again whenever you settle down somewhere new

This is home; many tunnels, dark and branching. It has two strengths: **deep, many exits, dry, tight, warm, loops**. It also has a problem: **in farmer's field, inept leader, demoralized, near fox den, flood risk, only one sex left**.

*Unless you are satisfied, destroy the warren as soon as your rabbits feel safe.*

## Rolling the Dice

When one of your rabbits does something risky, roll 1d6 to find out how it goes. Roll +1d if your rabbit is prepared, +1d if suited to the task, and +1d if experienced. Roll your dice and compare each die result to your number.

If the act benefits just the one acting, roll under the number.

If the act benefits the group, roll over the number.

0 If none of the dice succeed, it all goes horribly wrong. Now things are worse!

1 if one die succeeds, the rabbit barely manages it, but there's a complication, drawback, or price to be paid.

2 If two dice succeed, the rabbit does well. Good job! Only roll one d6 for consequences.

3 It's a critical success! Choose the consequence instead of rolling.

! If you roll the number exactly, a rabbit has a vision! Get a special insight into what's going on. Frame an oracle question and answer it however you'd like. Change the action if you want to, then roll again.

Helping: If more than one rabbit could do a task, choose the best to roll. If an ally is close enough to help, roll for them. If they succeed, add +1d to the main roll.

## The Journey

As your heroes travel, they have *Encounters* that lead to consequences. Roll twice.

1	injury	3	new ally	5	lost resource
2	death	4	lost ally	6	new resource

## A THREAT

1	dog	4	owl
2	cat	5	rival
3	human	6	weather

## SEEKS TO

1	eat	4	kill
2	rebuke	5	break
3	gain	6	drive off

## BY MEANS OF

1	treachery	4	guile
2	violence	5	accident
3	stealth	6	need

## WARREN NAME A

1	Berkham	4	Thistle
2	Barrows	5	Sedge
3	Port	6	Comfort

## WARREN NAME B

1	Bridge	4	Down
2	Hollow	5	Hill
3	Castle	6	-

## THIS PLACE

1	seems sweet; it's a trap	4	is ruled by a despot
2	is safe for now	5	lacks a vital resource
3	is claimed by a rival	6	is empty

## ENCOUNTER!

1	a sudden vicious attack
2	an old resentment flares; in-fighting
3	an innocuous choice leads to a betrayal or ambush
4	a warren is found
5	a warren is found
6	someone has a vision of what's to come (roll again)

Play to find out what happens. Introduce threats by showing evidence of recent badness. Telegraph the threat's intent. Ask yourself, "What do I do?"

Roll when you don't know how things should go. Don't pre-plan. Failures push the story forward.

*Rolls change the situation, for better or worse. Always.*

*One & Thousands* is by Tam H.

*katarpgs*

Inspired by *Watership Down* and by Chad Robb, who has a sense of humor.

Based on *Lasers & Feelings: the DoubleClicks tribute RPG* (v1.2) by John Harper.  
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